BUST-A-MOVE 4
TAITO
CLUB Acclaim

EPILEPSY WARNING

Please read the manual and particularly this paragraph before using this video game system or allowing your children to use it. A responsible adult should go through with any minors the operator instructions of the Dreamcast before allowing play to take place. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had an epileptic seizure. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of seizures or epilepsy. If you or anyone in your family have ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your doctor.

For your health

- Sit away from the television screen, as far as the length of the Controller cable allows. We advise that you sit a minimum of 6 ½ feet (about 2 meters) away from the television screen.
- Preferably, the game should be played on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 minutes per hour while playing any video game.

GETTING STARTED

This GD-ROM can only be used with the Dreamcast System. Do not attempt to play this GD Rom on any other CD player doing so may damage the headphones and speakers.

1. Set up your Dreamcast system by following the instructions in your Dreamcast System Instruction manual. Plug in Control pad 1. For 2-4 player games, plug in pads 2-4 also.
2. Place the Dreamcast GD-ROM label side up in the well of the CD tray and close the lid.
3. Press the Power button to load the game. The game starts after the Dreamcast logo screen. If nothing appears, turn the system OFF and make sure it is set up correctly.
4. If you wish to stop a game in progress or the game ends and you want to restart, press A, B, X, Y and Start simultaneously to return to the game title screen. Press A, B, X, Y and Start simultaneously again to return to the Dreamcast control panel.
5. If you turn on the power without inserting a GD, the Dreamcast control panel appears. If you wish to play a game, place the Dreamcast GD ROM in the unit and the game will automatically boot up.

Important: Your Dreamcast GD ROM contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Dreamcast System has trouble reading the disc, remove the disc and wipe it carefully, starting from the centre of the disc and wiping straight out towards the edge.

HANDLING YOUR DREAMCAST GD ROM

- The Dreamcast GD-ROM is intended for use exclusively with the Dreamcast System.
- Be sure to keep the surface of the GD-ROM free of dirt and scratches.
- Do not leave it in direct sunlight or near a radiator or other source of heat.

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STARTING UP

1. Insert your **BUST-A-MOVE 4™** Dreamcast™ Specific Disc into your Dreamcast console
2. Plug your Dreamcast Controller into Controller Socket A

Note: BUST-A-MOVE 4™ is a 1 to 2 player game Before turning the Dreamcast power ON, connect the controller or other peripheral equipment into the control sockets of the Dreamcast.*

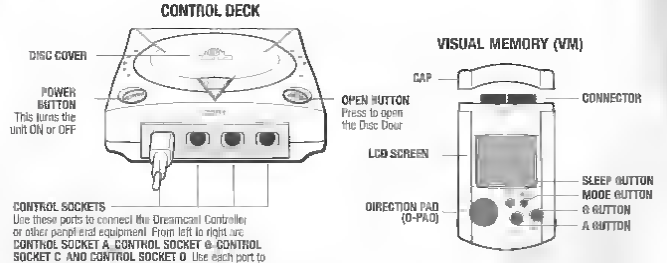
3. Switch on the power to your Dreamcast Unit.
4. You will be prompted to select a Visual Memory (VM) on which to save your progress in the game. Each saved game requires 22 blocks of memory. If you do not have a VM or it does not have adequate blocks to save the game data, you will be alerted but may continue playing

While saving a game file, never turn OFF the Dreamcast power, remove the memory card or disconnect the controller. To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and START Buttons. This will cause the Dreamcast to soft-reset the software and display the title screen.

Operation with incompatible controllers is not guaranteed

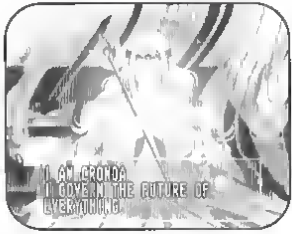
**Purchase additional controllers (sold separately) to play with two or more people*

While the unit is on, press the Open button to open the Disc Cover of the Dreamcast console. The Dreamcast Bootrom screen will appear. Choose the Settings option (the clock in the bottom right corner)



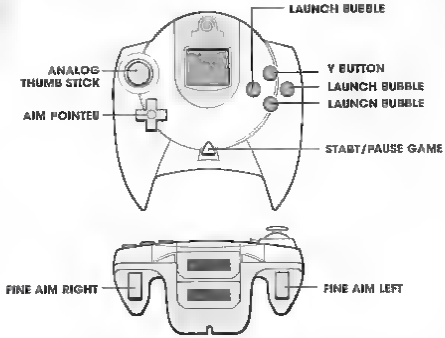
A BEDTIME STORY

A peaceful day ends with a wild night when a character is awoken from a deep sleep by a visit from Cronoa, Governess of the Future. She comes to warn of a dire situation, and to ask your help. The Arcana, mystical cards, have fallen into the dimensional cracks we call dreams. The energy of each card will be out of balance unless someone brave and skillful can enter the dream world and seal each card. Each card has five challenging puzzles which must be solved in order to seal the card. It won't be easy, but Cronoa—and the whole universe—are counting on you to see this difficult task through to the end! If you meet this challenge, you will be greatly rewarded. Do your best to burst the bubbles and seal the cards!

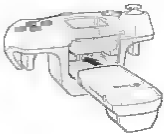


DEFAULT CONTROLS

Controls shown are for Configuration A. You can choose from three configurations by selecting Controller from the Options menu



Never touch the Analog Thumb Stick or Triggers L/R while turning the Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction



When the Vibration Pack is inserted into Expansion Socket 1 of the Dreamcast Controller, the Jump Pack/Vibration Pack does not lock into place and may fall out during game play or otherwise inhibit game operation

MENU CONTROLS

- **UP** or **OOWN DIRECTIDNAL PAO** to highlight item
- **LEFT** or **RIGHT DIRECTIONAL PAD** to toggle settings.
- **A BUTTON** to Confirm selection/advance
- **B BUTTON** To Cancel selection/go back

PAUSE MENU

Press the **START BUTTDN** to pause the game. Press the **Y BUTTON** to view the pause options menu

Return to Game

Return to the game where you paused it.

Screen Adjust

- Press **DIRECTIONAL PAO + LEFT TRIGGER** to adjust the screen display to suit your monitor
- Press **OIRECTIONAL PAD + RIGHT TRIGGER** to toggle Game Info Text (score display) up or down
- Press the **B BUTTON** to use **HDME SETTINGS** (default settings)
- Press the **X BUTTON** to use **ARCAOE SETTINGS** (text is higher on screen)
- Press the **A BUTTDN** to toggle on-screen text **DN** or **OFF**
- Press the **Y BUTTDN** to return to the **PAUSE MENU**

Back to Menu

Appears only in **COLLECTIDN MDDE**. Returns you to the Board Select Menu".

Quit Game

To exit the game, highlight Quit Game and press the **A BUTTON**.

NOTE: The play instructions are based on the Type A control configuration (default)

STARTING OUT

At the title screen, press the **START BUTTON**. You will come to the Game Menu screen, where you can choose one of 5 game modes or set your Options.

GAME MENU

Press **UP** or **DOWN** on the **DIRECTIONAL PAD** to make your choice, then press the **A BUTTON** to confirm it. We'll go into more detail on each mode a little later, but first let's check out the **OPTIONS** and go over some **BASIC RULES**.

GAME MODES

Puzzle
Begin your quest to save the Arcana here.

Player Vs. Computer
Play against the computer in a battle of wits!

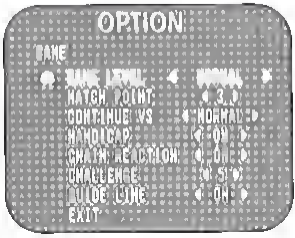
Player Vs. Player
Play against a friend! This option is unavailable when only one controller is plugged in.

Challenge
In this mode, you're given certain conditions for clearing each round. Your gameplay will be evaluated when you clear all stages.

Edit
Create and play your own puzzles! Save puzzles or load previously saved puzzles.
See page 15 for details.

OPTION

There are four main option categories: Game, Controller, Sound and Memory Card. Highlight a category and press the **A BUTTON** to select it. On the next menu, press **UP** or **DOWN** on the **DIRECTIONAL PAD** to make your selection and **RIGHT** or **LEFT** on the **DIRECTIONAL PAD** to modify digits and other conditions such as difficulty level. In all cases, Exit returns you to the previous screen with current settings intact.



GAME

Select Game options to alter game settings.

Game Level
Choose from four difficulty levels.

Match Point
Choose the number of rounds to play in Player vs. Player and Player vs. Computer games.

Continue Vs
Choose whether continues are Simple or Normal in Player vs. Player and Player vs. Computer games.

Handicap
Choose to play with the handicap **ON** to keep games close, or **OFF** for an honest match.

Chain Reaction
When **ON**, certain combinations of bubbles will cause chain reactions in Vs. mode games, popping lots of bubbles. Try it!

Challenge
Set the number of puzzles (1-5) in each challenge stage.

Guideline
The guideline helps you aim your bubbles. When set to **ON**, it appears if you choose to Continue after failing to clear a puzzle. The guideline cannot be turned off in Practice mode. If you set the handicap to "1", you can also play with the guideline in Player vs. Player.

CONTROLLER

Key Config
Choose from three available pre-set button combinations

1P Vibration
If you have a Jump Pack inserted in the Expansion Socket of the Dreamcast Controller, you can set the strength of the vibration from Low to High

2P Vibration
See above

SOUND

Sound Mode
Toggle between Mono and Stereo Sound

Music Volume
Adjust the in game music output level

SE Volume
Adjust the in-game sound effects output level

SE Load
Load specific sound effects for each character featured in the game

SE Test
Listen to the loaded sound effects

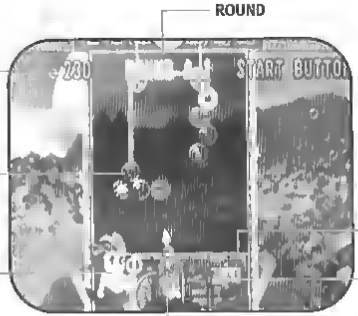
Exit
Return to Options Menu

MEMORY CARD

Choose **DATA LOAD** to load your saved puzzles from Edit mode. Choose **DATA SAVE** to save your puzzles. Toggle **AUTO SAVE OFF** (to save manually) or **ON** (to save your high scores or Story mode progress automatically). (See Saving/Loading Data on page 17 for more details)

EXIT
Returns to the **OPTION** screen

THE SCREEN



Score
Current total score

Round
Current round number

Deadline
Your game's over once the bubbles on the playfield cross this line

Pulley
When a puzzle has a pulley, be careful how the bubbles balance

BASIC RULES

Fire bubbles from your launcher and eliminate bubbles before they push past the **DEADLINE**

Eliminating Bubbles

Eliminate bubbles by connecting three or more of the same color

Oropping Bubbles

The more you drop at one time, the higher your score!

Game Over

The game s over once the bubbles push past the **DEADLINE**

REMEMBER

Aim the pointer by pressing the **LEFT** or **RIGHT** on the **DIRECTIONAL PAD**

Launch Bubbles by pressing the **A, B** or **X BUTTDN**

Toggle your Jump Pack from "High" to "Low" to "Off" with the **Y BUTTON**

AND DON'T FORGET

LEFT TRIGGER shifts the pointer slightly left with each press

RIGHT TRIGGER shifts the pointer slightly right with each press

CONTINUE

If you fail to beat a puzzle, a countdown will start To continue play press the **START BUTTDN** before the counter reaches 0 You have unlimited Continues

NAME ENTRY

If you achieve a high ranking score you can record your name (up to three characters) Just choose a character by pressing **LEFT** or **RIGHT** on the **DIRECTIONAL PAO,** and confirm your selection by pressing the **A BUTTDN**

GAME MODES

PUZZLE MODE

Puzzle mode offers three different games **ARCADE (ONE PLAYER), STORY** and **COLLECTION** That's a lot of bubble-busting fun! Select the desired mode by pressing **UP** or **DOWN** on the **DIRECTIONAL PAD** and start the mode by pressing the **A BUTTON** Select Explanation of the Pulley for information on how the pulley system works

Arcade (One Player)

The object of Arcade mode is to clear a round by eliminating all the bubbles on the playfield With difficulty set on **"EASY"**, you'll play with help from the bubble launcher guideline Normal difficulty raises the level to average and eliminates the guideline Remember, the abilities of the various characters are not applied in this mode. You are offered a choice of routes (A- Z) for every 5 rounds that you clear An ending sequence will be displayed if you clear the final zone

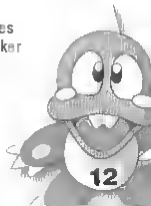
Story

Choose a character, then sit back as the story of Cronoa, Keeper of the Future unfolds (press the **A BUTTON** to skip the story) Then select any of several available cards by pressing **LEFT** or **RIGHT** on the **DIRECTIONAL PAD** to move the highlight to a desired card and confirm by pressing the **A BUTTON** You will then play the five puzzles associated with that card Once you have mastered these puzzles that card is sealed and you can choose any of the remaining cards Continue in this way until you have completely sealed all the cards It is a long process, but once you have sealed all the cards, you will get a special surprise!

Collection Mode

Collection mode offers a vast collection of some of the best **BUST-A-MOVE** puzzles ever created There are over 200 different puzzles from our top designers, so hunker down for a funfest!

- Press **LEFT** or **RIGHT** on the **DIRECTIONAL PAD** to select the round you wish to play
- You can skip up or down 10 rounds by pressing **UP** or **DOWN** on the **DIRECTIONAL PAD**



- You can skip up or down 1 round by pressing **LEFT** or **RIGHT** on the **DIRECTIONAL PAD**
- Selecting **END** will return you to the title screen.
- After selecting the screen of your choice, press the **A BUTTON** to begin play
- The following menu is displayed, after clearing a round

  TRY AGAIN Replay the current puzzle

  NEXT STAGE Play the next puzzle

  RETURN TO MENU Return to the Round Selection screen

  EXIT Return to main menu

PLAYER VS. COMPUTER

Player vs. Computer mode offers two different games in which you can compete against the CPU controlled characters. Story and Win Contest. Thats twice as much bubble-busting fun! Select the desired mode by pressing **UP** or **DOWN** on the **DIRECTIONAL PAD** and start the mode by pressing the **A BUTTON**. Select Explanation of Chain Reaction for information on how the chain reaction system works.

Story (Player Vs. Computer)

Choose a character and listen to the story of the Rainbow's theft. The Moon Queen has stolen all of the bubble colors that make up the rainbow. It is your job to win back each colored bubble by competing against CPU controlled characters on a round by round basis. Eliminate as many bubbles as possible or drop bubbles into your opponent's playfield. You win when your opponent's bubbles push past the **DEADLINE**. When you win, you proceed to the next round and a new opponent as the story continues. The game is over when you lose a round. An ending sequence will be displayed when you clear the last round. Remember the character you select is directly related to to the type of bubbles you drop on your opponent (the character select screen illustrates which bubbles will be dropped on your opponent when you complete each chain reaction)

Win Contest

Choose a character and compete against each CPU-controlled character to build up a succession of wins. One loss ends the game. Each win reveals more of the puzzle (you'll get a glimpse of the puzzle even if you lose but more wins unscrambles it even more!). Follow the same rules as Story mode to defeat your opponent.

PLAYER VS. PLAYER

Select your player. Press either **LEFT** or **RIGHT** on the **DIRECTIONAL PAD** to select and confirm your selection with the **A BUTTON**. Then you can select a handicap that will even the playing field if you and your partner's skill levels differ. From here, the rules are the same as Player vs. Computer but this time it's your buddy (not some CPU opponent) you're dumping bubbles on! Remember: the character you select is directly related to the type of bubbles you drop on your opponent (the character select screen illustrates which bubbles will be dropped on your opponent when you complete each chain reaction).

CHALLENGE MODE

Challenge mode offers 5 different challenge stages, each with 5 rounds. Try your hand at each different challenge, then see how you did in the evaluation screen!

Stage Map

On the **CHARACTER SELECTION SCREEN**, choose a character by pressing **LEFT** or **RIGHT** on the **DIRECTIONAL PAD** and decide your choice with the **A BUTTON**. The composition of the rounds will vary in accordance with the selected character.

Begin Gameplay

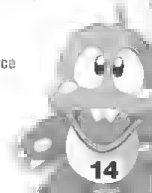
Each stage commences with 5 rounds. Clear the stage for a higher score. You will progress even if you don't clear the stage, but your score will be significantly lower.

Stage Evaluation

Once you've cleared each stage, an evaluation screen will be displayed, followed by the next stage of the game.

Grade

When all stages are cleared, the player will be graded according to performance and technique.



EDIT MODE

When you select Edit Mode in the Mode Selection screen it will take you to the Edit Menu screen where you can select Puzzle Set Up to create a puzzle or Puzzle Play to play your created puzzle(s)

PUZZLE SET UP

Place bubbles on the field anywhere you like to construct an original puzzle. You can save up to twenty-five (25) total original puzzles.

HOW TO MAKE A PUZZLE SCREEN

1. Press the **A BUTTON** to choose Puzzle Setup.
2. Move the cursor with the **DIRECTIONAL PAD** to position the bubbles.
3. Toggle bubble types by pressing the **LEFT TRIGGER** or **RIGHT TRIGGER**.
4. Set the bubbles by pressing the **A BUTTON**. Delete bubbles by placing the cursor over the bubble and pressing the **B BUTTON**.
5. You cannot test play on a puzzle that has only a Star Bubble and a Block Bubble, or on a puzzle where no bubbles touch the ceiling or an anchor ball. (If such a screen appears in "Puzzle Play," the game will just end.)
6. Press the **X BUTTON** to see the Puzzle Setup Edit Menu.

THE EDIT MENU

When you press the **X BUTTON** while on the Puzzle Setup screen, the Edit Menu window opens. You can change these settings in Edit.

Random Color

You can set random color. You can choose the color of a displayed bubble via the **ON/OFF** Button (you cannot choose **OFF** for all colors).

Delete Map

This will delete all the bubbles that are placed in the field.

Playfield Size

When you select Playfield Size and finalize your selection, the field size will change from wide to normal, or vice versa.

Round Selection

Select the round to be constructed. If you do not construct 25 rounds and you select **PUZZLE PLAY**, your game will be over after the last round you built.

Round Data

COPY Copies edited data to the designated round.
EXCHANGE Replaces data with the designated round's edited data.

Test

Select Test to play a test round using the puzzle you are currently editing. You can return to the Edit screen when you clear or lose the round.

Save/Load

LOAD Loads saved Edit Data (1st - 25th screens).

SAVE Saves data (1st - 25th screens) that has been edited.

EXIT Return to Menu Screen.

Only Edit Mode maps can be saved. You must have a memory card to save Edit Mode data.

Select Save/Load on the Edit Menu. Press **UP** or **DOWN** on the **DIRECTIONAL PAD** to select **SAVE** or **LOAD**, then press the **A BUTTON**. You will be prompted to confirm your choice (Are you sure you wish to **SAVE/ LOAD? YES** or **NO**). Highlight **YES** or **NO** and press the **A BUTTON**.

Exit

Return to the Game Menu.

PUZZLE PLAY

Play the course you created! Basic rules are the same as in a Puzzle Game. There are five courses and five rounds per course. Once you clear an entire course, you are taken to the Course Transfer screen and sent to the next course. Once you complete the 5th course, the game is over. Unless you make all 25 screens in advance, the game will conclude at the time all self-made courses have been beaten.

SPECIAL BUBBLES

The bubbles described below have special properties

STAR BUBBLE

Contact with a bubble will eliminate all bubbles of the same color

RAINBOW BUBBLE

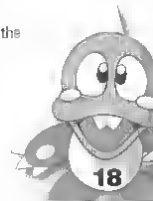
When in contact with an eliminated bubble, it will adopt the color of that bubble

BLOCK BUBBLE

Although blocks can't be eliminated, you can still clear a round whether they're on the playfield or not

BUBLOCK BUBBLE

Similar to Block Bubbles, a Bublock can be removed by eliminating all the surrounding bubbles in contact with it. However you cannot clear a round if a Bublock is still on the playfield



THE CHARACTERS

Depending on the opposing character bubble attack combinations will vary

BUB and BOB

The twin brothers who live on the Planet Bubbleluna Bub is the older brother He is energetic and cheerful Bob the younger of the twins is the quiet, reserved type The twins are the heroes of this story

ALKANET

She is a graceful princess from the planet Freeze She is tough-minded and loves her planet Woe be to anyone who causes harm to her planet She is willing to take a voyage in order to retrieve the lost color bubbles

MARINO

He's the son of Queen Naleto of the planet Wavy He's a straight forward character but a bit of a simpleton He embarks on a journey to find the "morning , because the Kingdom of the Sea was roughed up by the incident

KUROL

She is a Baby from the Grrrrmm planet where people are always costume-clad She is a laid-back character who loves to sunbathe and take naps Her journey will be in search of the "morning" and the afternoon Siesta " Both of which remain missing

TAMTAM

He is the Lord Protector of the divine Navajo planet He is the father of the wind and the earth, and is capable of being hostile or gentle He senses incidents of evil, and soars into space in pursuit of the wonders of night the night which now never ends the morning which never comes

CLEON

The Fairy of the Night. She is upbeat and mischievous. She is the subordinate of Full Moon Madame Luna, who is the main character involved in the incident. Cleon secretly harbors ambitions to overthrow Madame Luna, and assume the title of The Conqueror of the Night.

GIGANT

He is a chief security guard at a once magnificent but now ruined castle on the planet Gothic. He continued to protect the castle despite the devastation around him. But one day, he fell under the seductive beauty of a rainbow bubble and for the first time felt the power to follow his own will. "I want that beautiful thing."

DEVELON

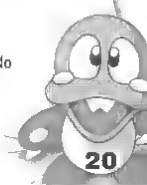
He is the alter-ego of BAT who lives on the Planet Diable. He's always conspiring to cause harm and inflict damage, and he is the arch rival of Bub and Bubblelaon. However, truth be told, he is nothing more than a lonely coward.

BRAMB

He is a mad sorcerer from the planet Merzuk. He had been devoting a great deal of time to developing his ultimate magic trick, which was near completion when light, the main source of his pending research, suddenly vanished! When he finally learned the truth about the incident, he immediately began to plot a way to control light with the rainbow bubbles.

G

An old, mysterious man who lives on the planet Ordeaux. No one knows his real name, and everyone refers to him only as G. There's a rumor that he likes tea. Also, when he is sharp he is quite fearful... ?



HINTS & TIPS

1. Study the way the puzzle is constructed, and how the bubbles are suspended. Note which bubbles are "linchpin" bubbles (bubbles which have a string of bubbles suspended from them). Often, eliminating a particular strategically placed bubble will cause an entire puzzle to give way!
2. Practice bouncing/angling your shots off the sides. This is the true way to mastering the game. Once you're good at doing this, you'll be able to pull off the tough shots that save the day!
3. Fire rapidly! As soon as you have your shot lined up, don't hesitate, shoot! Fire one right after another when bubbles are the same hue.
4. Watch your indicator to see what the next bubble is. A big part of a successful strategy is aiming the current bubble in anticipation of where you'll shoot the next one!
5. When playing an opponent (Human or CPU), make sure to set up your shots immediately. This means hanging a few bubbles off of two like-colored bubbles so that you'll be able to send "blocking" bubbles over to your opponent after you've dropped your bundle!

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